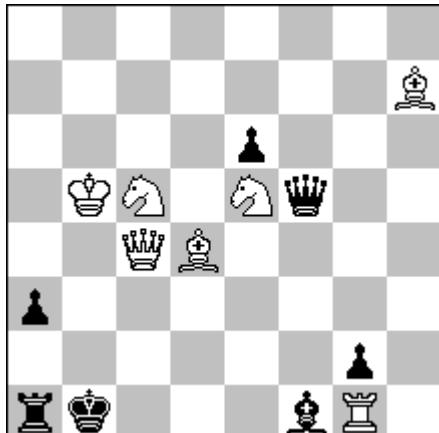


## Atviras sprendimas / Open Solving

### I turas / I round

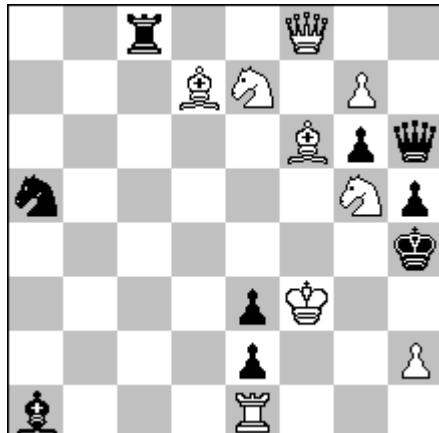
Iskaitiniai 6 geriausiai išsprendžti uždaviniai / The best 6 are taken into account

I.



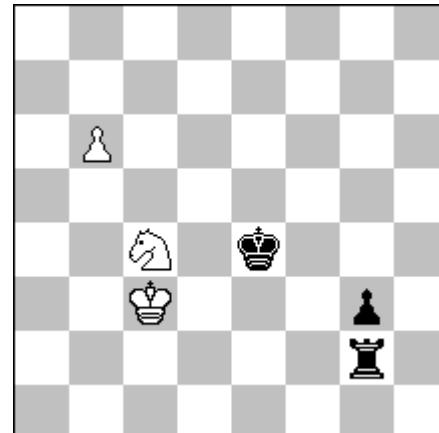
#2

II.



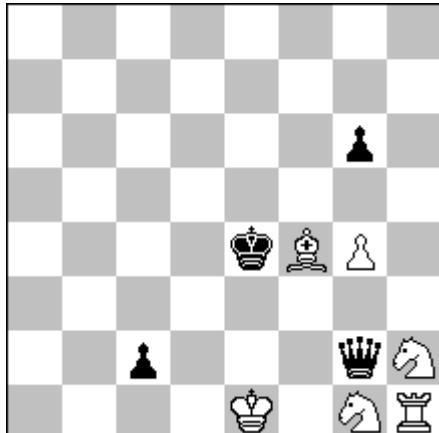
#3

III.



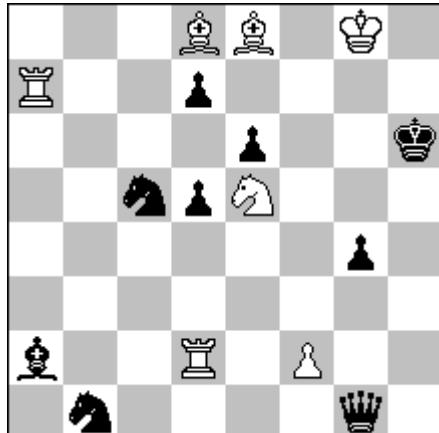
+

IV.



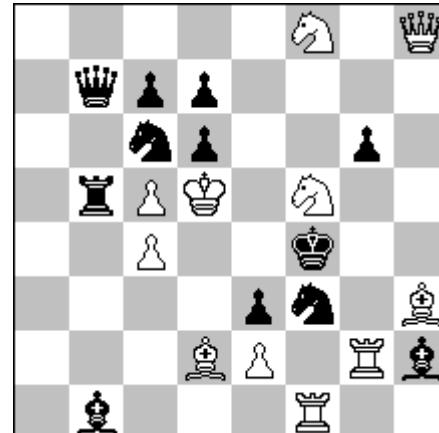
h#3 2 sprendimai / 2 solutions

V.



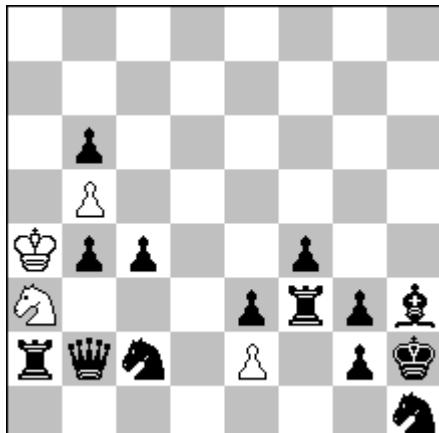
#4

VI.



s#3

VII.



h#3 Circe

*Circe:*

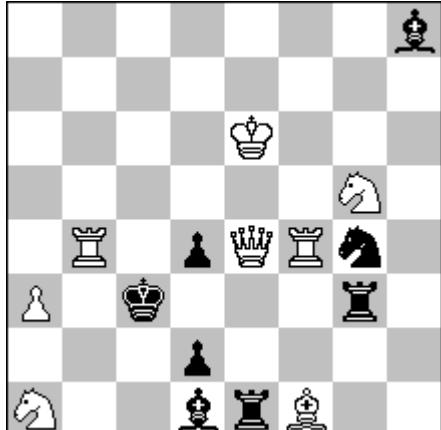
*When a capture is made, the captured unit (except a King) is replaced on its rebirth square if it is empty; otherwise, the captured unit vanishes.*

## Atviras sprendimas / Open Solving

### II turas / II round

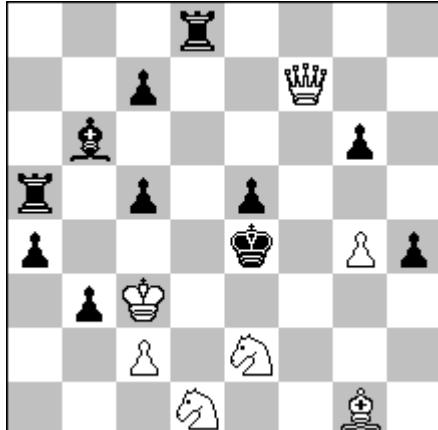
Iskaitiniai 6 geriausiai išspręsti uždaviniai / The best 6 are taken into account

VIII.



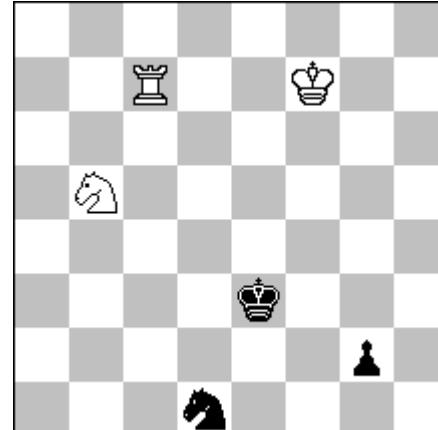
#2

IX.



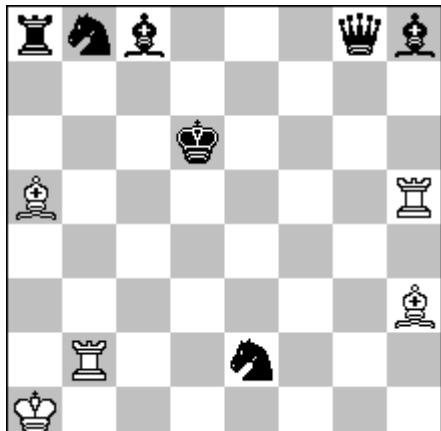
#3

X.



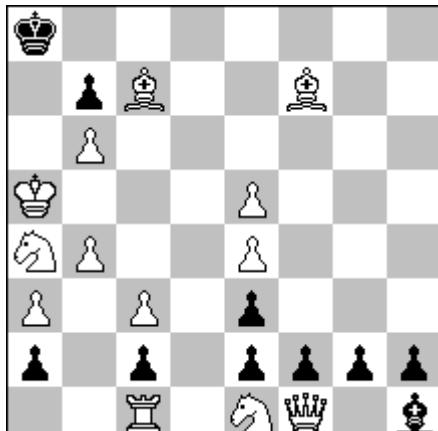
=

XI.



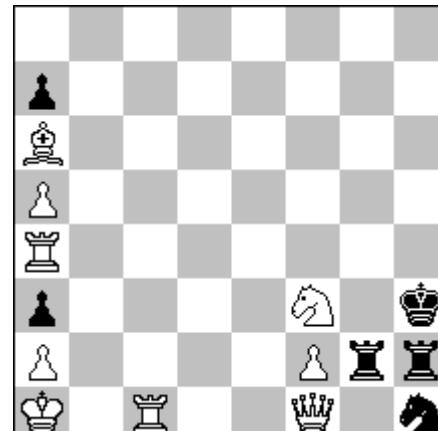
h#2 2 sprendimai / 2 solutions

XII.



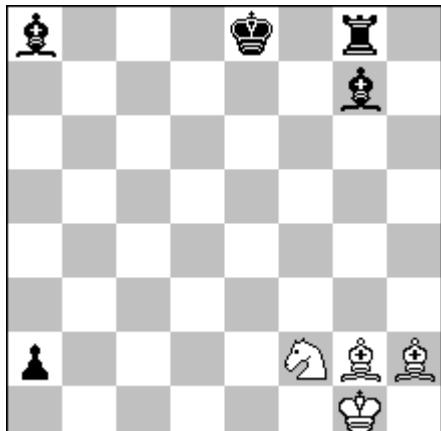
#6

XIII.



s#5

XIV.



r#2

*A selfmate in which both sides must deliver checkmate if they are able to do when it is their move.*